

CHAPTER V

CONCLUSION, IMPLICATION, AND RECOMMENDATION

5.1 Conclusion

Based on the research, this research was conducted in International Private School in Bandung Barat for the students on secondary 3 level. This research was used quasi experimental design which means comparing between control class and experimental class. Students' Concept Mastery and students' creativity was measured. The result, it can be proved that learning human influences on ecosystems topic by using Draw IO as digital mind map can improved Students' Concept Mastery and it has an effective used for measuring students' creativity . There are some conclusion that answered the research questions described as follows:

- 1) Based on students digital mind map result using Draw IO and the assesment based on the creativity rubric, it can be said that most of the students already achieve all the aspect based on creativity rubric. Most of the students still on moderate level (Level 2) for the aspect of creativity based on creativity rubric. It means that the students mind map already showed good enough quality for the all aspect.
- 2) Students' Concept Mastery result after learning human influnces on ecosystems topic using Draw IO as digital mind map was showed good result and was showed medium improvement. It is indicates that there are the impact of the used Draw IO as digital mind map for improving Students' Concept Mastery result.
- 3) Based on hypothesis test, it can be concluded that there are significant different in Students' Concept Mastery and students' creativity in learning human influence on ecosystems by using Draw IO as digital mind map

5.2 Implications

Based on the result and discussion on students' creativity and Students' Concept Mastery using Draw IO as digital mind map, it was showed that:

- 1) Most of the students already achive moderate level for the aspect of creativity based on creativity rubric. Students mind map already shows

good enough quality and categorized as creative. It means that the use of Draw IO as digital mind map can be used to improve students' creativity.

- 2) Students' Concept Mastery result was showed the medium improvement. It has been proven by hyphotesis test and the result was showed that there are significant different in Students' Concept Mastery between experimental class and control class on learning human influence on ecosystems by using Draw IO as digital mind map. It means that the use of Draw IO as digital mind map can be used to improve Students' Concept Mastery.

5.3 Recommendation

Based on the research that has been conclude, there are some recommendation for the students, teachers, and another researcher who can use and develop to the Educational field as follows:

- 1) For the Students

The achievement of Students' Concept Mastery and students' creativity that are measured through objective test and the digital mind map expected as a basic information to the students to consider how the way to summarize the material to get the high score for academic achievement. Making the mind map will be the option for improving students undersatnding based on this research.

- 2) For the Teachers

The analysis about the use of Draw IO as digital mind map in learning human influence on ecosystem topic can be a reference and basic information for the teachers to asses Students' Concept Mastery and students' creativity especially during online learning.

- 3) For the Another Researcher

The achievement of Students' Concept Mastery and students' creativity that are measured through objective test and the digital mind map expected as a basic information to the further research due to the innovation on improving the same variabel. This study can be used as a reference for the relevant research. The validation of the test items and the creativity rubric also be more considered.